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Nintendo

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NES-GF-GBR

GOLF

INSTRUCTION BOOKLET

SPORTS SERIES

This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

"CAUTION: This Game Pak cartridge can only be used with the Nintendo Entertainment System Mattel Version PAL System."

Thank you for selecting the Nintendo Entertainment System™ Golf Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

Nintendo Golf lets you choose your clubs, change your stance, control your swings — even select the angle of impact on an 18 hole championship course. You view the course from both a close-up and overview perspective as you move down the fairway. Select 1 or 2 player stroke play or 2 player match play for the most exciting tee to green competition.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

1. PRECAUTIONS

1) This is a precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, thinner, alcohol or other such solvents.

Note: In the interest of product improvement, specifications and design are subject to change without prior notice.

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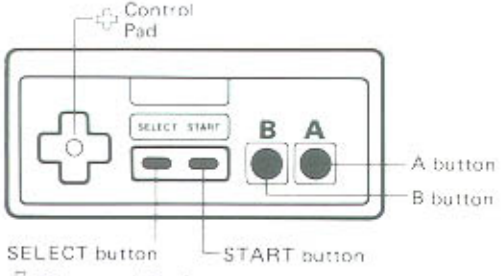
2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1 – For playing alone.
Controller 2 – For second player in 2 player games.

Controller 1/Controller 2



[A button]
1) Starts the backswing
2) Starts the downswing
3) Determines the point of impact

[B button] Not used.

Control Pad

Selects the club

Changes the player's stance

Selects the club

Changes the player's stance

SELECT button

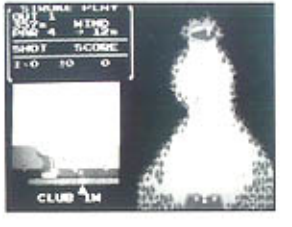
When this button is pressed the ball moves. Line up the ball with the game you wish to play.

* The SELECT button will not operate once the game has begun.

START button

Press this button to begin

3. HOW TO PLAY



Golf can be enjoyed in one of three different games: 1-PLAYER STROKE GAME, 2-PLAYER STROKE GAME or 2-PLAYER MATCH GAME.

* A match is played for 9 holes OUT and 9 holes IN for a total of 18 holes in all. The player with fewest strokes wins.

Shots from the tee, fairway and bunker

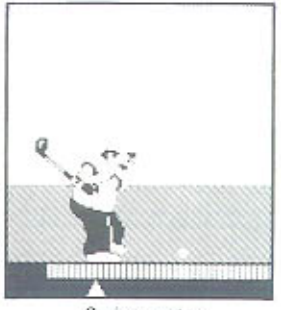
a) Selecting clubs

* Select a club by pressing the top or bottom of the ✥ Control pad. See chart with club types and distances.

b) Hitting the ball

* The A button is pressed 3 times to make the player shoot.

1. Backswing



Swing meter

Press the A button once to start the backswing.

2. Downswing

Swing meter

Press button A again to stop the backswing and start the downswing. This determines the flying distance.

3. Impact

Swing meter

Press button A one more time to set the impact position. This will determine how the ball curves during flight.

- **Straight, slice and hook shots:** If you impact the ball when the swing meter is on the white line, a straight shot will be hit. If it is to the left of the line, the ball will slice. If it is to the right, the ball will hook.
- **Super shots:** If you use the #1 wood (1W), and start the downswing with the swing meter on the extreme left, and impact the ball with the swing meter on the white line with just the right timing, a super shot (280m) can be hit.

c) Stance

- The direction the player faces can be changed by using the right and left sides of the ✥ control pad.
  * The arrow on the right of the screen (↗) indicates which direction the player is facing.

d) Wind direction and velocity

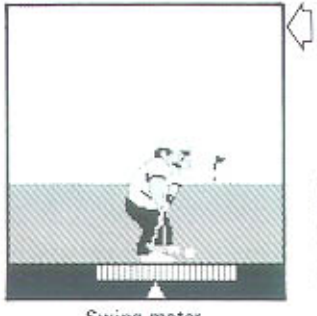
- The wind is blowing on the course. There is a WIND display in the message area that indicates one of 8 wind directions (with an arrow) and a wind velocity of between 0 and 15 m/second.

Putting

a) How to putt

- The A button is pressed twice to putt.

1. Backswing



Swing meter

Press button A once to start the backswing.

Press the A button again to start the downswing. Where you start the downswing determines the rolling distance.

2. Downswing

Swing meter

b) Direction the ball is hit in

- The ball will be hit toward the target mark (+) on the screen. Before putting, use the control pad to aim the target mark in the desired direction.

c) The "roll" of the green

- The (v) mark on the green indicates the grain of the turf. The roll of the putt will change according to the conditions of the turf.

[Rules]

Note that some rules differ from real golf rules.

- If a ball goes OB (Out of Bounds), you are penalized 2 strokes and the ball is played from where it was lying before you shot it OB.
  - When a ball goes into the woods, it is usually considered OB. (There are exceptions to this.)
  - Ponds on the 5th, 8th, and 18th holes are OB.
  - If the ball goes off the screen, it is considered OB – no matter what hole it is.
- The ocean, ponds, rivers, etc., are considered water hazards. If a ball lands in one of these, you are penalized 1 stroke and the ball is played from a set location.
- The flying distance of a bunker shot is calculated as half that of a fairway shot.

Club types and distances

		Fairway shot	Bunker shot			Fairway shot	Bunker shot
1	1W	240	120	8	6 I	145	72.5
2	3W	220	110	9	7 I	130	65
3	4W	210	105	10	8 I	115	57.5
4	1I	195	97.5	11	9 I	100	50
5	3I	175	87.5	12	PW	80	40
6	4I	165	82.5	13	SW	60	30
7	5I	155	77.5	14	PT	30	15

(Distances are in meter)

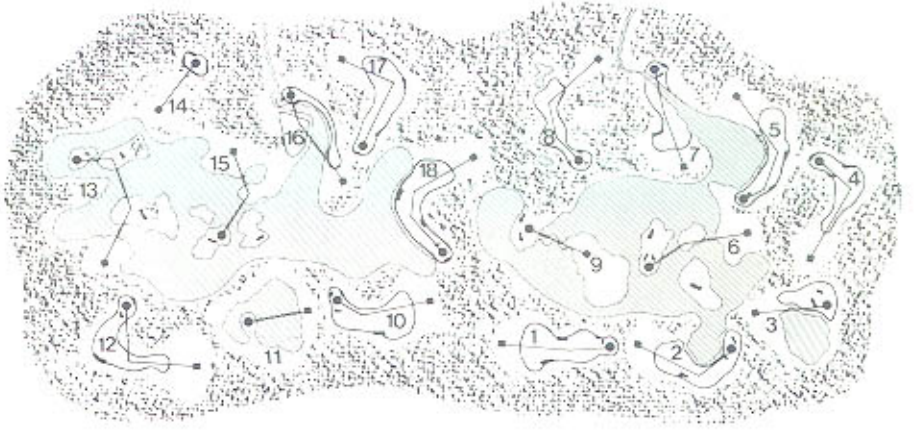
* Super shot with 1W: 280 m
* PT : Putter
* W : Wood
* I : Iron

Hole length

Hole No.	Handi cap	Meter	Par	Hole No.	Handi cap	Meter	Par
1	16	357	4	10	12	361	4
2	11	361	4	11	18	200	3
3	17	197	3	12	4	375	4
4	13	355	4	13	3	496	5
5	2	449	5	14	14	169	3
6	8	364	4	15	5	314	4
7	7	375	4	16	6	366	4
8	9	492	5	17	15	426	4
9	10	226	3	18	1	469	5
OUT		3134	36	IN		3166	36
				TOTAL		6300	72

(Distances are in meter)

COURSE LAYOUT



MEMO

MEMO

⚠ WARNING ⚠

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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To receive this warranty service, contact Mattel's nearest State Office.

This undertaking to repair or replace the product will not apply if the (GAME PAK) has been damaged, after sale to the original consumer/purchaser, by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

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